

## **Amendments to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of Claims:**

Claims 1 to 10 (cancelled).

Claim 11 (currently amended): A gaming device having a game comprising:

an input device;

~~a plurality of values, wherein each of said values is greater than zero;~~

~~a plurality of player-selectable selections;~~

a display device;

a processor, and

a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate -which communicates with said display device and the input device to:-

associates said a plurality of values with said a plurality of player selectable selections wherein each selection is associated with one of said values and each of said values is greater than zero,

displays to a player the association between at least one of the values associated with one of the selections and said selection,

~~causes the display device to display~~ a rearrangement of the selectable selections in a manner discernable by the player prior to the player's selection of one of the selectable selections, wherein after the rearrangement of the selectable selections on the display, each selection remains associated with said previously associated value,

enables the player to select one of the selections, and

provides the player the value associated with the selected selection.

Claim 12 (currently amended): The gaming device of Claim 11, wherein when executed by the processor, the plurality of instructions cause said processor to operate with causes the display device to reveal the values associated with non-chosen selections.

Claim 13 (currently amended): The gaming device of Claim 11, wherein when executed by the processor, the plurality of instructions cause said processor to operate with causes the display device to reveal the maximum value associated with said selections prior to enabling the player to select one of said selections.

Claim 14 (currently amended): The gaming device of Claim 11, wherein when executed by the processor, the plurality of instructions cause said processor to operate with causes the display device to reveal the minimum value associated with said selections prior to enabling the player to select one of said selections.

Claim 15 (currently amended): The gaming device of Claim 11, wherein when executed by the processor, the plurality of instructions cause said processor to randomly determines which value associated with said selections to reveal to the player prior to enabling the player to select one of said selections.

Claim 16 (currently amended): The gaming device of Claim 11, wherein when executed by the processor, the plurality of instructions cause said processor to operate with causes the display device to reveal a plurality but not all of values associated with said selections prior to enabling the player to select one of said selections.

Claim 17 (currently amended): The gaming device of Claim 11, wherein when executed by the processor, the plurality of instructions cause the processor to which includes means for enabling-enable the player to cause the processor to re-reveal a revealed value associated with said selections prior to enabling the player to select one of said selections.

Claims 18 to 20 (cancelled).

Claim 21 (currently amended): A method for operating a game of a gaming device, said method comprising the steps of:

- (a) causing a processor to operate with a memory device, a display device, and an input device to:
  - (i) ~~triggering~~ the game;
  - (bii) ~~associating—associate~~ a plurality of values with a plurality of selections, wherein each of said values is greater than zero and each selection is associated with one of said values ;
  - (ciii) ~~displaying~~ said plurality of selections;
  - (div) revealing one of said values associated with one of said selections to the player; and
  - (ev) displaying a rearrangement of the selections in a manner discernable by a player prior to the player's pick of one of the selections, wherein after the rearrangement of the selections, each selection remains associated with said previously associated value;
- (fb) enabling the player to pick one of the selections; and
- (gc) causing the processor to operate with the memory device, the display device, and the input device to communicating—communicate said value associated with said picked selection to the player.

Claim 22 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

an input device;  
a game controlled by the processor;  
a plurality of offers in the game, wherein each of said offers is greater than zero and payable to a player;  
a plurality of player selectable selections in the game; and  
a display device operable to display the game; and  
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor wherein said processor is programmed to operate with the display device and the input device to control a play of the a game by:

(a) directly associating said a plurality of offers with said a plurality of player selectable selections, wherein each selection is associated with one of said offers, and each of said offers is greater than zero and payable to a player;

(b) enabling the player to select one of said selections;  
(c) revealing the offer associated with the selected selection;  
(d) enabling the player to accept or reject the revealed offer;  
(e) if the player accepts the revealed offer, providing the revealed offer to the player;

(f) if the player rejects the revealed offer, causing the display device to displaying a rearrangement of the selectable selections in a manner discernable by the player prior to the player's subsequent selection of one of the selectable selections, wherein after the rearrangement of the selectable selections by the display device, each selection remains associated with said previously associated offer;

(g) enabling the player to pick one of the selections; and  
(h) providing the player the offer associated with the picked selection.